



THE FAERIE DUST HANGOVER

A Bonus Quest for the Dungeons and Dragons 5th Edition Adventure

INTO WONDERLAND

by William Rotor

THE FAERIE DUST HANGOVER

You all gather round the flame and rub your hands to stave off the cold. On nights like these, what distracts you most from the chill of existence are stories of the ancient times, while there still were heroes, before life was complicated. This is not one of those stories. This is a story about people who knew what needed to be done, but couldn't do it themselves.

CREDITS

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QUEST SUMMARY

Each player takes on a new character, waking up in the city of Endercoast with no memory of who they once were, and with seemingly no ability to perceive themselves except in relation to others. They must deduce their own identities to find out who they are, why they lost their memories, and what they're meant to accomplish.

DM PREPARATION

- Give each player a blank character sheet. If they can fill out the whole first page correctly, they succeed.
- Use the character reference statblocks in this document, keeping track of which statblock is associated with each player. Strategically reveal information indirectly.
- Read up on the section on Endercoast (IW 22-44).

BEGINNING

The characters all wake up in separate areas of Endercoast, as listed on their character pages. They cannot perceive themselves, not even through mirrors. Read out only to them the equipment that they are carrying on their person, which includes 50 gp and the following note, written in Sylvan:

"Congratulations on your successful infiltration. The first stage is complete. Meet at the Prince to discuss next steps with the other agents. Identify one another with the code word "faerie dust". Beware, for the witch Gertie Grump will impede your efforts. Good luck on the rest of your mission."

CHANGELING TRAITS

Every character has the following racial traits associated with changelings. It's not necessary to include these traits to gain the reward for successfully filling out the character sheet.

Importantly, the characters do not receive the racial features associated with the race they appear to be. For example, Harmony, the tiefling, does not have fire resistance.

Changeling Spellcasting. My innate spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). I can cast the following spell innately.

At will: *thaumaturgy*

Change Shape. As an action, I can magically assume the appearance of a Medium humanoid or fey I have seen, or shift back into my true form. My statistics are the same in each form. Any saving throws or ability checks related to this feature that another creature makes to identify me as an impostor have a DC of 13.

MIDDLE

The players must use the resources available to them in Endercoast (as well as full permission to metagame!) to discover their identities and find out what their mission is. The truth is, they're all changelings!

Each of these characters have independently asked Dearest Gran for help with sorting out their personal lives. Knowing that these losers are too wrapped up in their own nonsense to be able to do it themselves, Dearest Gran has sent some changelings to take over for a day. The mice are the originals.

The witch Gertie Grump thinks that the hag is being too nice, and, sensing an opportunity to gain a bit of power and leverage over her rival, she erased the changelings' memories.

GERTIE GRUMP

The witch Gertie Grump will attempt to impede the changelings as much as possible. She will send them frequent ambushes to slow them down, hurt them, or kill them, knowing that if the changelings fail their mission or die, the original people will be restored. The ambushes are also intended to demonstrate that the changelings aren't who they say they are. These fights can also be intended for the full party to work together to beat.

- **Poisonous snakes** (MM 334), one per party member, which will indicate Sir Srauks is not a green dragonborn and Tiffany Beardslong is not a dwarf.
- **Steam mephits** (MM 217), half the party size rounded down, which will indicate Harmony Smith is not a tiefling.

END

Gertie Grump will grow frustrated with the changelings. She will ambush them with intent to kill, teleporting them to her location if she has to. Her battle statistics are included on the next page.

If a player successfully fills out the character sheet, the player's usual character receives a reward: a magic item.

If every character in the party successfully identifies and completes their mission, all of the usual characters receive the Epic Boon of Truesight, gaining truesight out to 60 feet.

GERTIE GRUMP

Appearance. An old woman in a fur coat with a comically exaggerated frown upon her face.

Voice. The grumpiest, meanest old woman you've ever heard.

Personality Traits. Grumpy, bitter, and charmless.

Ideal. A lady should just woman up and solve her problems herself. Asking for help is an unforgivable weakness!

Bond. I've always hated how generous Dearest Gran is with bestowing undeserving people with gifts.

Flaw. I'd rather see everyone be miserable forever than let a few people be happy without earning it.

THE FIGHT

Gertie Gran is a multi-stage fight. She has a number of stages equal to the number of players. When she is reduced to 0 hit points, even if the damage would kill her, she does not die and instead advances to the next stage, losing all conditions affecting her and immediately restoring herself to full hit points. She also changes her initiative order such that she will take the next turn. She dies only when she has exhausted all of her stages and reaches 0 hit points.

THE STAGES

Pick the stages to correspond with which characters the players have taken the identities of. Each stage grants Gertie Grump a bonus to her statistics and/or abilities; these bonuses go away when she transitions to the next stage.

NELLA SWEET

Gertie Grump transforms into Bella Sweet.

While in this stage, Gertie Grump is assisted by a **poisonous snake** (MM 334) which appears in an empty space within 5 feet of her and takes its turn immediately after her in initiative. When either Gertie or the snake reach 0 hit points, the snake dies and evaporates into smoke.

JERMA PARR

Gertie Grump transforms into Tyrak Parr.

REACTIONS

Warding Flare. When Gertie is attacked by a creature within 30 feet of her that she can see, she causes light to flare up, imposing disadvantage on the attack roll.

HARMONY SMITH

Gertie Grump transforms into Hudson Smith.

Bardic Inspiration. Gertie adds 1d6 to her attack rolls, ability checks, and saving throws.

GERTIE GRUMP

Medium fey (shapechanger), neutral evil

Armor Class 12

Hit Points 5 (1d8 + 1)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	12 (+1)	11 (+0)	13 (+1)	9 (-1)

Senses truesight 60 ft., passive Perception 13

Languages Common, Goblin, Sylvan

ACTIONS

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1d4 + 2 slashing damage.

Grumpy Gaze. Each creature within 120 feet of Gertie must succeed on a DC 11 saving throw. On a failed save, the target takes 1d4 psychic damage. The type of saving throw is random; roll 1d6, with each number corresponding to one of the six abilities.

SIR SRAUKS OF ENDERCOAST

Gertie Grump transforms into Tom Brinks.

Armor Class 17 (splint mail, shield)

TIFFANY BEARDSLONG

Gertie Grump transforms into Farsworn Redwork.

Damage Resistances bludgeoning, piercing, and slashing

REVELLON MALECK

Gertie Grump transforms into Babydoll Attercat.

Elven Mask. As a bonus action, Gertie can take the Hide action even when only partially concealed.

LEECH

Gertie Grump transforms into Terren Naels.

Multiattack. Gertie makes two claw attacks.

NELLA SWEET

Medium humanoid (changeling, shapechanger), neutral

Level 1 ranger

Armor Class 14 (leather armor)

Hit Points 9 (1d10 hit dice)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	8 (-1)	10 (+0)	14 (+2)	16 (+3)

Saving Throws Str +2, Dex +5

Skills Animal Handling +4, Deception +5, Insight +4, Investigation +2, Perception +4, Stealth +5, Survival +4

Proficiencies light armor, medium armor, shields, simple weapons, martial weapons, Woodcarver's Tools +4, Vehicles (Land) +4

Senses passive Perception 14

Languages Common, Elvish, Sylvan

Pronouns she/her

Favoured Enemy (Monstrosities). I have advantage on Wisdom (Survival) checks to track monstrosities and Intelligence checks to recall information about them.

Natural Explorer (Forest). I roll +5 on Wisdom (Survival) checks while in the forest. While travelling for over an hour in this terrain, difficult terrain doesn't slow my group's travel, we can't become lost except by magic, and we always remain alert to danger. When on my own, I move stealthily without slowing down, I forage double the food, and I know the exact size, number, and recency of travel of creatures I am tracking.

Folk Hero Background. Thanks to my participation in the great owlbear hunts back in the Material Plane, the common folk of Endercoast go out of their way to accommodate my needs.

ACTIONS

Dagger. Melee Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 1d4 + 3 piercing damage, or 1d4 piercing damage if a second strike is made as a bonus action.

Longbow. Ranged Weapon Attack: +5 to hit, range 150/600 ft., one target. *Hit:* 1d8 + 3 piercing damage.

STARTING LOCATION

A small apartment in the East District. A DC 10 Intelligence (Investigation) check reveals that this is the home of Bella Sweet, a human ranger. It's filled with hunting trophies.

Allow the player to come up with ideas for what these hunting trophies would be. They won't know that these are Bella's trophies, not Nella's, until later.

REWARD

If the player successfully fills out every aspect of Nella's character sheet, the character they usually play in the campaign receives a mysterious reward: 10 arrows of monstrosity slaying (DMG 152).

CHARACTERISTICS

Appearance. A raven-haired young human woman with sharp, angular features, who moves with some difficulty, clutching her chest in pain.

Voice. Raspy and hoarse. Coughs often.

Languages. Nella can speak Common and Elvish.

Personality Traits. Quiet and bitter.

Ideal. Solitude: The forest was my escape. Now it's too dangerous to leave Endercoast. (Neutral)

Bonds. I was shot in the chest when I was young by my sister, Bella, who was jealous of my talents. I survived, though my left lung has never fully healed.

Flaws. I find it very difficult to accept help from others.

KEY RELATIONSHIP

Bella Sweet is Nella's older sister, now a **hunter** (NPC 127) working for Jilwocky Niftywoop in the Sylvan Gardens. She shot Nella when she was quite young and still claims that it was an accident.

Appearance. A young human with glorious flowing blonde hair. She moves with a dancer's grace.

Voice. Beautiful singing voice.

Personality Traits. Outgoing, a bit intense.

Ideal. There's no sense at being good at something unless you're better at it than others. (Neutral)

Bonds. There's a mother and father owlbear lurking in the Feywild near Endercoast. Our youngest brother, Jimmy, was polymorphed into an owlbear cub by a pixie and adopted. As much as I hate to admit it, I need my sister's help.

Flaws. I despise having to rely on anyone but myself.

EQUIPMENT

explorer's pack

leather armor

a longbow and a quiver of 20 arrows

2 daggers

common clothes, including a trenchcoat

woodcarver's tools

a white mouse tucked into the trenchcoat's inside pocket

a mysterious note addressed to "Nella Sweet"

REVELATIONS

- Direct Nella to the Sylvan Gardens where her natural explorer and favoured enemy features can be revealed.
- Remind the player of the quality of Nella's voice when they speak for her.
- Have Bella reach out to her sister to attempt to put their past behind them and hunt together again as sisters. Bella's been letting Nella stay at her house after Nella's home in the farmlands was cut off by the Shimmer.
- The owlbear is hanging out in a strip of forest between the city gates and the Shimmer. If fought, it has half health and focuses its attacks on Bella.
- In a moment of extreme emotion, describe an effect of *thaumaturgy*.
- The changeling's mission is to forgive Nella's sister and repair their fractured relationship. Bella will burst into tears; in truth, she is deeply ashamed of what she did, how petty her reasoning was, and how permanent and terrible the consequences have been.

JERMA PARR

Medium humanoid (changeling, shapechanger), neutral

Level 1 cleric (light)

Armor Class 18 (scale mail, shield)

Hit Points 8 (1d8 hit dice)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	10 (+0)	16 (+3)	16 (+3)

Saving Throws Wis +5, Cha +5

Skills Acrobatics +4, Deception +5, Insight +5, Investigation +2, Persuasion +5, Religion +2

Proficiencies light armor, medium armor, shields, simple weapons

Senses passive Perception 13

Languages Common, Elvish, Sylvan

Pronouns he/him

Acolyte Background (Lliira). The Church of Her Inimitable Joyousness is a place of refuge for me.

Spellcasting. I'm a 1st-level spellcaster. My spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). I have the following cleric spells prepared.

At will: *guidance, light, sacred flame, spare the dying* 1st level (2 slots): *bless, burning hands, command, faerie fire, healing word, sanctuary*

Warding Flare (3 Uses, Recharges after a Long Rest). As a reaction when I am attacked by a creature within 30 feet of me that I can see, I cause light to flare up, imposing disadvantage on the attack roll if the target can be blinded.

ACTIONS

Sickle. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1d4 + 2 slashing damage.

Light Crossbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 1d8 + 2 piercing damage.

STARTING LOCATION

Jerma begins in an empty church in the North Ward. A DC 10 Intelligence (Investigation or Religion) check reveals it is the Church of Kossuth, the Firelord. It once must have been a beautiful shrine, but the great iron braziers are now cold, and there is nobody else here except for Tyrak Parr, spitefully adding wax to a little sputtering candle on the dias.

REWARD

If the player successfully fills out every aspect of Jerma's character sheet (they do not need to list every spell), the character they usually play in the campaign receives a mysterious reward: the sun blade (DMG 205).

CHARACTERISTICS

Appearance. A bright, skinny, androgynous youth with wild yellow hair. Too small for the priest's robes of a fire god.

Voice. Naturally light and tinkly, but deepens his voice when around strangers, mimicking his father's voice.

Languages. Jerma can speak Common, Dwarvish, Elvish, and Halfling.

Personality Traits. Makes friends easily. Bleeding heart for the desperate or unfortunate.

Ideal. Mediation: It's best if no one is made too uncomfortable. (Neutral)

Bonds. My father doesn't know that I've started worshipping Lliira instead of Kossuth.

Flaws. I would rather inconvenience myself than others.

KEY RELATIONSHIP

Tyrak Parr is Jerma's father, a prominent **priest** for the church of Kossuth, the Firelord. Tyrak is trying to train his son to take over for him once he is too old.

Appearance. A gruff middle-aged human built like a tree trunk with a beard of yellow flame.

Voice. Short, declarative sentences, delivered with purpose.

Personality Traits. I'm but a servant of Kossuth, a force of fire upon the world. Since priests can't seem to reach him while Endercoast is stuck in the Feywild, I will speak for him.

Ideal. The only thing in this world you can rely upon is the heat of a living flame. (Neutral)

Bonds. I've been too soft on my son ever since my wife died. We've grieved enough. It's time he stepped up to his duties.

Flaws. I see only the value of power and force. There's no time for the other pleasures of life.

EQUIPMENT

priest's pack

scale mail

light crossbow and a case of 20 bolts

a sickle

a shield

a pendant depicting three conjoined six-pointed stars (DC 14 Religion check: Lliira, Goddess of Joy)

awkwardly big priest's robes bearing the image of a red flame (DC 14 Religion check: Kossuth, the Firelord)

a set of airy acrobatic vestments, plus a trenchcoat

a white mouse tucked into the trenchcoat's inside pocket

a mysterious note addressed to "Jerma Parr"

REVELATIONS

- Direct Jerma to the Church of Her Inimitable Joyousness, where he has many friends and is recognised for his true self. They can inform Jerma of his cleric abilities.
- With *thaumaturgy*, Jerma has too many cleric cantrips!
- Have the warding flare automatically activate the first time Jerma is targeted with an attack.
- If the player obviously attempts to use a specific cleric spell, you can swap it out for any of the prepared spells except for burning hands or faerie fire.
- The changeling's mission is to admit to Jerma's father that he doesn't worship Kossuth anymore. Tyrak accepts him anyway and makes plans for Jerma's new career track.

HARMONY SMITH

Medium humanoid (changeling, shapechanger), neutral

Level 1 bard

Armor Class 14 (leather armor)

Hit Points 8 (1d8 hit dice)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	10 (+0)	10 (+0)	14 (+2)	16 (+3)

Saving Throws

Skills Deception +5, History +2, Insight +4, Investigation +2, Performance +5, Persuasion +5, Religion +2

Proficiencies light armor, simple weapons, hand crossbows, longswords, rapiers, shortswords; Harmonica +5, Lute +5, Sitar +5, Harp +5, Disguise Kit +5

Senses passive Perception 12

Languages Common, Elvish, Sylvan

Pronouns she/her

Bardic Inspiration (3 Uses, Recharges after a Long Rest)

As a bonus action, you award a creature within 60 feet of you who can hear you a bardic inspiration die (1d6). A creature can only have one at a time. Once in the next 10 minutes, the creature can expend the die, rolling it and adding the result to an ability check, attack roll, or saving throw it makes.

Entertainer Background. I have a job at the Nine Layers playing the harmonica. It pays for my food and lodging. Sometimes they get me as a backup performer for lute or sitar.

Spellcasting. I'm a 1st-level spellcaster. My spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). I know the following bard spells.

At will: *friends, vicious mockery*
1st level (2 slots): *charm person, comprehend languages, dissonant whispers, sleep*

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 1d4 + 3 piercing damage.

Rapier. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1d8 + 3 piercing damage.

STARTING LOCATION

Harmony is expected to be on stage at the Nine Layers in two minutes. Hypnos, another tiefling performer, asks her what's wrong.

REWARD

If the player successfully fills out every aspect of Harmony's character sheet (they do not need to list every spell), the character they usually play in the campaign receives a mysterious reward: the horn of blasting (DMG 174).

CHARACTERISTICS

Appearance. A purple-skinned woman with two nubby horns and a long lizard's tail. She always has a wicked grin on her face (when she isn't wearing her mask).

Voice. Slow, sultry, and *meaningful*.

Languages. Harmony can speak Common and Infernal.

Personality Traits. Everyone has their use. It's just about beating around the bush until you find out what it is.

Ideal. Self-Protection: Any relationships I have with others are a shield I use to defend my identity. (Neutral)

Bonds. At the mysterious whims of Mask, I disguised myself as a human for so many years I almost forgot my true heritage. I married a man who believed I was human. One day he found out. I've since struck the spell *disguise self* from my mind forever.

Flaws. I don't have confidence in my abilities to persuade people without the use of magic.

KEY RELATIONSHIP

Hudson Smith is Harmony's husband, a humble man who runs a key shop in the East District of Endercoast. He married her believing her to be a human. She ran away from him when he discovered her tiefling heritage.

Appearance. A chubby man in his thirties with bright pink cheeks and streaks of black grease on his face and clothes from his work.

Voice. Quiet, sad, a little bit pathetic.

Personality Traits. Soft-spoken, gentle, non-confrontational.

Ideal. You have to be comfortable living on your own when it's all you have left. (Neutral)

Bonds. When I discovered my wife was a tiefling, she ran and no doubt returned to her life of crime. I've been searching for her ever since.

Flaws. Harmony was the only woman who could ever love a man like me. I've given up on love.

EQUIPMENT

entertainer's pack

leather armor

a rapier

a dagger

a harmonica with an inscription: "sweet dreams my Hudson"
a velvet mask, too small to wear (DC 14 Religion check: Mask, Lord of Shadows)

a festive costume, plus a trenchcoat

a ring of roughly twenty-five uncut keys

a white mouse tucked into the trenchcoat's inside pocket

a mysterious note addressed to "Harmony Smith"

REVELATIONS

- Direct Harmony to Hudson's key shop in the East District, a humble building still decorated with paintings of their wedding day and other memorials.
- Hey, *thaumaturgy* isn't a bard cantrip!
- Have Harmony automatically cast her social spells or use bardic inspiration when interacting with others.
- The changeling's mission is to reconcile with her husband, and to apologise for running away. The changeling can decide to let their marriage continue or let Hudson open himself to love again.

SIR SRAUKS OF ENDERCOAST

Medium humanoid (changeling, shapechanger), neutral

Level 1 paladin

Armor Class 18 (chain mail, shield)

Hit Points 12 (1d10 hit dice)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	14 (+2)	10 (+0)	10 (+0)	16 (+3)

Saving Throws Wis +2, Cha +5

Skills Athletics +5, Deception +5, Intimidation +5, History +2, Investigation +2, Perception +2, Religion +2

Proficiencies all armor, shields, simple weapons, martial weapons, Dragon Chess +2

Senses passive Perception 12

Languages Common, Elvish, Sylvan

Pronouns he/him

Divine Sense (4 Uses, Recharges after a Long Rest). As an action, I extend my awareness to the presence of celestials, fiends, and undead until the end of my next turn, detecting their presence if they are within 60 feet of me and not behind total cover. I know the type and exact location of such creatures.

Knight Background. Back when Endercoast was ruled by noble families, I served to protect the city. Now they rely on Lasick's ill-trained common guards. This city is really going to the hells. At least I still have my trusty squire, a young human **martial squire** named Tom Brinks.

Lay on Hands (Pool of 5 Hit Points, Recharges after a Long Rest). As an action, I touch a creature and restore a number of hit points of my choice up to the amount remaining in my pool. I can spend all 5 to cure the target of one disease or neutralise one poison.

ACTIONS

Flail. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. **Hit:** 1d8 + 3 piercing damage.

Javelin. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 30/120 ft., one target. **Hit:** 1d6 + 3 piercing damage.

STARTING LOCATION

Just outside the city gates, next to the petrified dragon turtle. Tom Brinks runs up, out of breath, and asks why Sir Srauks has invited him here. What great lesson shall be bestowed?

REWARD

If the player successfully fills out every aspect of Sir Srauk's character sheet, the character they usually play in the campaign receives a mysterious reward: the periapt of proof against poison (DMG 184).

CHARACTERISTICS

Appearance. An imposingly tall green dragonborn dressed in powerful knightly armor.

Voice. Sibilant and haughty.

Languages. Sir Srauks can speak Common, Draconic, and Elvish.

Personality Traits. I need to carry myself in a manner that demonstrates the superiority of the old ways.

Ideal. Tradition: The world is too modern. (Neutral)

Bonds. My squire is the last heir to the Brinks family legacy. I have taken him on as my squire and ward.

Flaws. I'm blind to the benefits of change.

KEY RELATIONSHIP

Tom Brinks is a teenaged (NPC 237) **martial squire** (NPC 228) being trained by Sir Srauks to become a knight like him. However, Tom has dreams of going into animal husbandry.

Appearance. A skinny young man with ill-fitting splint mail. His hair is long, blonde, and floppy.

Voice. Very uncertain, often cracking.

Personality Traits. I'm a bit in over my head in all things. I hate making decisions and just let Sir Srauks decide.

Ideal. The most useful thing a society needs is livestock.

That's why I want to go into animal husbandry. (Neutral)

Bonds. My entire family was outside of Endercoast when it was transported here. The only person I have now is the knight that served them, Sir Srauks, who scares me.

Flaws. I won't do anything without explicit direction.

EQUIPMENT

priest's pack

chain mail

a flail

5 javelins

knightly robes, including a trenchcoat

a signet ring bearing the seal of the order of knights that once served Endercoast in the old days

a white mouse tucked into the trenchcoat's inside pocket

a set of gauntlets, each bearing an eye, clearly of religious significance (DC 14 Religion check: Helm, the Vigilant One)

a banner of the old flag of Endercoast, no longer in use

a mysterious note addressed to "Sir Srauks of Endercoast"

REVELATIONS

- Fey creatures are deathly afraid of Sir Srauks.
- Tom Brinks has spoken to Sir Srauks about becoming a baker before, but it hasn't gone well.
- Ambush Sir Srauks with a **shadow** (MM 269) and have divine sense activate automatically.
- Use Gertie Grump's **poisonous snakes** (MM 334) to reveal Sir Srauks' lack of poison resistance.
- In a moment of extreme emotion, describe an effect of *thaumaturgy*.
- The changeling's mission is to support Tom Brinks in his dreams of becoming an animal husbandry specialist, and to give up on the nostalgia of times long past.

TIFFANY BEARDSLONG

Medium humanoid (changeling, shapechanger), neutral

Level 1 barbarian

Armor Class 13

Hit Points 15 (1d12 hit dice)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	16 (+3)	8 (-1)	10 (+0)	16 (+3)

Saving Throws Str +4, Con +5

Skills Acrobatics +2, Athletics +4, Deception +5, Intimidation +5, Investigation +1, Performance +5

Proficiencies light armor, medium armor, shields, simple weapons, martial weapons, warhorn +5, Disguise Kit +5

Senses passive Perception 10

Languages Common, Elvish, Sylvan

Pronouns she/her

Gladiator Background. I have a job working in an illegal underground fighting pit for entertainment. The organisers provide me with free food and lodging as long as I throw a fight now and then.

Rage (2 Uses, Recharges after a Long Rest). As a bonus action, I start or stop raging. While raging, I have advantage on Strength ability checks and saving throws, I have resistance to bludgeoning, piercing, and slashing damage, and I add 2 to the damage of my melee weapon attacks. I can't cast or concentrate on spells while raging. My rage lasts for 1 minute. It ends early if I'm knocked unconscious or if my turn ends and I haven't attacked a hostile creature or taken damage.

Unarmored Defense. While I'm not wearing armour, my AC includes my Constitution modifier.

ACTIONS

Maul. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 2d6 + 2 bludgeoning damage, plus 2 damage while raging.

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 1d6 + 2 piercing damage, plus 2 damage if used to make a melee attack while raging.

Light Crossbow. *Ranged Weapon Attack:* +2 to hit, range 80/320 ft., one target. *Hit:* 1d8 piercing damage.

STARTING LOCATION

Inside of a gladiatorial arena, underground in a sand pit surrounding by a crowd chanting to get back up. The opponent is a scrawny looking dwarven lass, a **commoner** (MM 344), a trivial fight. A nasty-looking human, however, looks at Tiffany disapprovingly if she tries to win the fight. She is expected to throw this match. Letting the commoner win requires a DC 14 Charisma (Performance) check.

REWARD

If the player successfully fills out every aspect of Tiffany's character sheet, the character they usually play in the campaign receives a mysterious reward: the belt of dwarvenkind (DMG 155).

CHARACTERISTICS

Appearance. A wild-haired, thickly-bearded dwarven lass with a chip on her shoulder and a crazed look in her eye.

Voice. Deep, gruff, and matter-of-fact.

Languages. Tiffany can speak Common and Dwarvish.

Personality Traits. I'd rather smash head first through a wall than ask someone to open a door for me.

Ideal. Dwarven Pride: It's my duty to demonstrate the power of my dwarven ancestors. (Neutral)

Bonds. I told this commoner I would throw the fight for her. She reminds me a lot of myself when I was younger. Did I make the right choice?

Flaws. I can't distinguish between my dwarven pride and my personal pride.

KEY RELATIONSHIP

Farsworn Redwork is a dwarven (NPC 235) **commoner** (MM 344) whom I convinced to join the underground fighting ring on account of her strong dwarven ancestry. She's in way over her head, now.

Appearance. A young dwarven lass whose beard is still coming in. She is too light on her feet, not stout and solid enough.

Voice. Too human-like, too ordinary, not dwarven enough.

Personality Traits. Seems like she'd rather get a concussion than face facts that she ain't supposed to be here.

Ideal. Supposed to live up to the legacy of the dwarves. (Neutral)

Bonds. Was convinced to join a gladiatorial arena by Tiffany Beardslong and has only now realized how terribly dangerous this whole thing is.

Flaws. Needs to face facts: ain't gonna make it in the world of violence.

EQUIPMENT

explorer's pack

a dwarven maul

a light crossbow and a case of 20 bolts

4 javelins

a gladiator's outfit, including a trenchcoat

a dwarven poem of admiration written by a fan

a white mouse tucked into the trenchcoat's inside pocket

beard oil

a mysterious note addressed to "Tiffany Beardslong"

REVELATIONS

- After the fight, Farsworn nurses her wounds and refuses to admit weakness to Tiffany.
- Whenever Tiffany enters a rage, describe an effect of *thaumaturgy* for flavour.
- The changeling's mission is to get Farsworn out of the pits, and to have some respect for their own health, as well. Convincing Farsworn requires a DC 14 Charisma (Persuasion) check.

REVELLON MALECK

Medium humanoid (changeling, shapechanger), neutral evil

Level 1 druid

Armor Class 15 (hide armor, shield)

Hit Points 8 (1d8 hit dice)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	10 (+0)	8 (-1)	16 (+3)	16 (+3)

Saving Throws Int +1, Wis +5

Skills Deception +5, Investigation +1, Medicine +5, Nature +1, Religion +1, Survival +5

Proficiencies light armor, medium armor, shields, clubs, daggers, darts, javelins, maces, quarterstaves, scimitars, sickles, slings, spears, Herbalism Kit +5

Senses passive Perception 13

Languages Common, Elvish, Sylvan

Pronouns he/him

Hermit Background. In my isolation I have uncovered a deep secret. The arrival of Endercoast to the Feywild has caused Malar to abandon this world, disgusted by the influence of the Material Plane. The only way for Malar to return is for the city to be destroyed.

Spellcasting. I'm a 1st-level spellcaster. My spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). I know the following druid spells.

At will: *druidcraft*, *thorn whip*

1st level (2 slots): *charm person*, *create or destroy water*, *entangle*, *goodberry*

ACTIONS

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1d6 + 2 slashing damage.

STARTING LOCATION

Revellon is expected to give a speech to a crowd of a dozen wood elves in the Sylvan Gardens. They all stare expectantly at him. What's he going to say? Something about Malar?

REWARD

If the player successfully fills out every aspect of Revellon's character sheet (they do not need to list every spell), the character they usually play in the campaign receives a mysterious reward: the staff of the woodlands (DMG 204).

CHARACTERISTICS

Appearance. Tall wood elf man with dark eyes, dressed in furs.

Voice. Slow, thoughtful, and meancing.

Languages. Revellon can speak Common, Druidic, Elvish, and Sylvan.

Personality Traits. I am guided by a dark purpose. I cannot be swayed. At least, I like to think so.

Ideal. Purpose: Once I set my mind to something, I do not falter. Right? (Neutral)

Bonds. I've kidnapped the mayor's daughter, Babydoll Attercat, in order to leverage him into eventually disbanding the government of Endercoast, making it more likely for the city to be consumed by the Feywild.

Flaws. I asked Dearest Gran for help because, deep down, I know what I am doing is wrong.

KEY RELATIONSHIP

Babydoll Attercat is the mayor's spoiled 30-year-old daughter.

Appearance. Rosy cheeks, poofy hair, and expensive dresses.

Voice. Shrill and excitable.

Personality Traits. Desperate for attention.

Ideal. As long as I have nice things, I'm happy. (Neutral)

Bonds. My father will pay this guy off eventually. Might as well see if he can get me things I want, like jewellery and power.

Flaws. I fail to recognise the danger of the situation.

EQUIPMENT

explorer's pack

leather armor

a wooden shield

a scimitar

a totem of an angry god bearing a 3-clawed symbol (DC 14 Religion check: Malar, God of the Hunt)

a set of elvish clothes, plus a trenchcoat

a white mouse tucked into the trenchcoat's inside pocket

a notebook scrawled with fevered Elvish nonsense about blackmailing Mayor Attercat

a woman's purse, pink and gaudy, filled with sacks of coins amounting to 350 gp

a letter from Mayor Hitchen Attercat addressed to his daughter, detailing his intention for her to take over mayorship if something happens to him

a squished birthday cake with thirty candles

the key to "Apartment 014"

a mysterious note addressed to "Revellon Maleck"

REVELATIONS

- The other wood elves expect Revellon to speak in Druidic, but he can't. He also can't hide in natural terrain, which the rest of the wood elves do when Jilwocky Niftywoop approaches to ask what's going on. In combat, it should be obvious he can't move 35 feet.
- Direct Revellon to the apartment buildings in the East District. Apartment 014 is on the ground floor. It's largely empty except for a bearskin carpet and a wooden dresser, also empty. A DC 10 Intelligence (Investigation) check reveals that the bearskin rug hides a trap door down into the basement. Inside of the basement is Babydoll Attercat, chained up to the floor. She's playing Solitaire with a deck of cards and is almost relieved to see Revellon just so she doesn't have to be alone with her thoughts.
- In the basement are evidence of Revellon's spells: goodberries that have gone bad, a barrel of water with no obvious source, and vines everywhere.
- The changeling's mission is to release Babydoll Attercat from her prison and force Revellon to accept the consequences of his actions.

LEECH

Medium humanoid (changeling, shapechanger), neutral

Level 1 fighter

Armor Class 18 (chain mail, shield)

Hit Points 12 (1d10 hit dice)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	10 (+0)	8 (-1)	16 (+3)

Saving Throws Str +5, Con +3

Skills Deception +5, History +2, Investigation +2, Perception +1, Sleight of Hand +3, Survival +1

Proficiencies all armor, shields, simple weapons, martial weapons

Senses passive Perception 11

Languages Common, Elvish, Sylvan

Pronouns she/her

Fighting Style: Dueling. I add +2 to damage rolls (included below) when I hit with a weapon I wield in only one hand and I don't have a weapon in the other hand.

Hag's Servant Background. Terren Naels, once my best friend, sold my service to a hag in exchange for wealth. I served the nameless hag for 7 years, then slew her while she slept. Now I'm back for revenge. Seems the hidden catch of his deal was that I would eventually come looking for him.

Second Wind (Recharges after a Short or Long Rest). As a bonus action, I regain 1d10 + 1 hit points.

ACTIONS

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1d8 + 5 slashing damage, or 1d10 + 5 slashing damage if wielded with two hands.

Light Crossbow. *Ranged Weapon Attack:* +2 to hit, range 80/320 ft., one target. *Hit:* 1d10 piercing damage.

STARTING LOCATION

In an alleyway in the North Ward, a **bandit** (MM 343) is in Leech's way, at half hit points, begging for his life. A stranger sprints away, scared (this is Terren Naels). There are two dead bandits already, each stabbed to death; Leech's longsword drips with their blood.

REWARD

If the player successfully fills out every aspect of Leech's character sheet, the character they usually play in the campaign receives a mysterious reward: the longsword of life stealing (DMG 206).

CHARACTERISTICS

Appearance. A changeling woman, not disguised. Her skin is light grey and her eyes are sunken and angry.

Voice. Boiling with rage.

Languages. Leech can speak Common, Elvish, Giant, Goblin, and Sylvan.

Personality Traits. I am consumed with thoughts of revenge.

Ideal. Fairness: An eye for an eye. (Neutral)

Bonds. Terren Naels sold me to a hag. He betrayed me. He has to die, as well as anyone protecting him.

Flaws. I don't care who gets hurt in my path to revenge.

KEY RELATIONSHIP

Terren Naels, a **commoner** (MM 344), sold his best friend since childhood, Annie Volkaen, to a nameless hag. In return, he received riches.

Appearance. A middle-aged, angular-faced human dressed in noble clothes.

Voice. Weary, tired, and fearful.

Personality Traits. Has suffered from depression for years, especially after his wife and infant daughter died in childbirth. He resurrected his daughter for a terrible price.

Ideal. Family is the most important thing in the world. (Neutral)

Bonds. Thanks to the riches granted to me by the nameless hag, I was able to pay for a priest to resurrect my infant daughter, Annie. Annie is now just starting her career at a candle shop. I can't lose her again. Was it worth it?

Flaws. I tend to put other people in the way to take the fall for my mistakes.

EQUIPMENT

dungeoneer's pack

chain mail

a shield made from the front door of the hag's hut

an elven longsword stolen from the hag's treasures

the hag's broken violin, repurposed into a light crossbow, plus a case of 20 bolts

various trinkets from the hag's treasures, including a mirror that shows Annie Volkaen's true face and a voodoo doll of Terren that doesn't work

a scrapbook of notes, sketches, and clipped articles and documents detailing the life of "Annie Volkaen", with dark red circles around any mention of "Terren Naels"

a mysterious note addressed to "Leech"

REVELATIONS

- In a moment of extreme emotion, describe an effect of *thaumaturgy*.
- The bandits were muscle that Terren hired when he found out Leech was after him. If not immediately killed, the bandit gives up Terren's name and where he's gone: to see his daughter, Annie, at her place of work in a candle shop. He'll protect her from Leech.
- The changeling's mission is to spare Terren Naels of a bloody end. Leech found out about his daughter, but didn't have the strength of will to end her mission. Terren Naels need not go without punishment, but he should live.